

CLAIMS

What is claimed is:

1. A method for decoupling 3D scene model parameters so as to allow their largely independent optimisation comprising:

the propagation of model element identifiers from the model, via the rendering pipeline, to render buffers;

the partitioning of render buffers in terms of 2D frame plane subsets so as to allow for a localized match;

an efficient means of performing such partitioning;

the parcelling up of model element identifiers with localized match results for propagation to the refinement stage;

the selective adjustment of model parameters based on match results by virtue of the included identifiers; and

the aggregation of match results per model parameter before making said adjustments.